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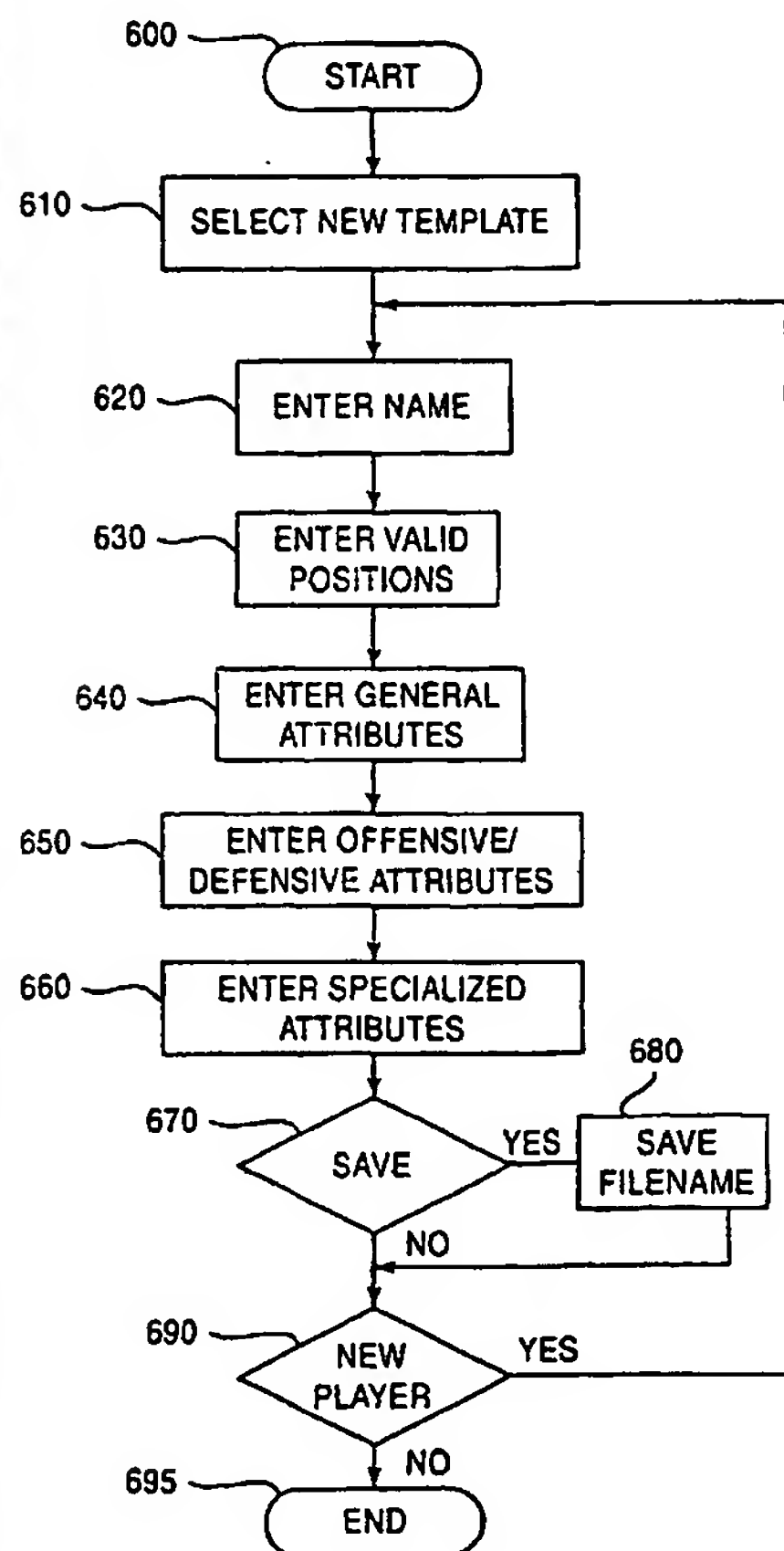
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(54) Title: AN ATHLETIC GAME LEARNING TOOL, CAPTURE SYSTEM, AND SIMULATOR



(57) Abstract: A system and method is provided for simulating an athletic event. This system and method begins by entering players for positions (630) in a squad on an offensive, defensive or special team, wherein each player has vital statistics, general attributes (640), offensive/defensive attributes (650) and specialized attributes (660) which predict athletic performance associated therewith. Players are then placed in a formation. A play is then established based on the formation in which the moving pattern and activity of each player is defined. The play is then simulated by having each player executing the moving pattern and activity, as modified by the vital statistics, general attributes (640), offensive/defensive attributes (650) associated with each player.

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